What is claimed is:

1   1. A method comprising:

2   determining a first time;

3   determining a second time; and

4   providing, based on the first time matching the second time, entry into a

5   bonus game of a gaming device.

1   2. The method of claim 1,

2   wherein determining a first time includes determining a reference time; and

3   wherein determining a second time includes determining a current time.

1   3. The method of claim 1,

2   wherein determining a first time includes determining a beginning of a next

3   hour.

1   4. The method of claim 1,

2   wherein determining a first time includes determining a time that is a

3   predetermined number of minutes before a beginning of a next hour.

1   5. The method of claim 1, further including determining a type of bonus game

2   deterministically.

1   6. The method of claim 1, further including determining whether a player has

2   satisfied at least one criterion; and

3   wherein providing includes providing, based on the first time matching the

4   second time and the determining of whether the player has satisfied the at least one

5   criterion, entry into the bonus game.

1   7. The method of claim 6,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has made a specified number of handle

4   pulls at a gaming device.

1   8. The method of claim 6,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has made a specified number of handle

4   pulls at a gaming device within a time interval beginning a specified period of time

5   prior to the first time, and ending with the first time.

1   9. The method of claim 8,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has made a specified number of handle

4   pulls at a gaming device within a time interval beginning one hour prior to the first

5   time, and ending with the first time.

1   10. The method of claim 6,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has wagered, at a gaming device, an

4   amount of currency whose aggregate value equals or exceeds a specified value,

5   within a time interval beginning a specified period of time prior to the first time,

6   and ending with the first time.

1   11. The method of claim 5,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has paid, in taxes to a gaming device, an

4   amount of currency whose aggregate value equals or exceeds a specified value,

5   within a time interval beginning a specified period of time prior to the first time,

6   and ending with the first time.

1   12. The method of claim 6,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has maintained a specified average rate of

4   play at a gaming device within a time interval beginning a specified period of time

5   prior to the first time, and ending with the first time.

1   13. The method of claim 1,

2   wherein providing includes providing, based on the first time matching the

3   second time, entry into a bonus game independently of any prior outcomes

4   generated.

1   14. The method of claim 5,

2   wherein determining whether a player has satisfied at least one criterion

3   includes determining whether the player has paid a fee to a gaming device in

4   exchange for insurance that the player will be provided entry into a bonus game.

1   15. A method comprising:

2   determining a reference time;

3   receiving, from a player, a quantity of wagers whose aggregate

4   value meets or exceeds a specified value;

5   determining, deterministically, a type of bonus game; and

6   providing entry into the bonus game in temporal proximity to the

7   reference time.

1   16. The method of claim 15,

2   wherein determining a reference time includes determining,

3   deterministically, a reference time.

1   17. A method comprising:

2   directing a first gaming device to provide entry into a first bonus game

3 having a type characteristic that has been determined deterministically; and

4   directing, substantially simultaneously to directing the first gaming device,

5 a second gaming device to provide entry into a second bonus game having a type

6 characteristic that has been determined deterministically.

1   18. A method comprising:

2   determining a first bonus game type deterministically;

3   determining a second bonus game type deterministically;

4   directing a first gaming device to provide entry into the first bonus

5 game; and

6   directing, substantially simultaneously to directing the first gaming

7 device, a second gaming device to provide entry into the second bonus game.

1   19. A method comprising:

2   directing a first gaming device to provide, at a specified time, entry

3 into a first bonus game; and

4   directing a second gaming device to provide, at the specified time,

5 entry into a second bonus game.

1   20. A method comprising:

2   determining a specified time deterministically;

3   directing a first gaming device to provide entry into a bonus game at

4 the specified time; and

5   directing a second gaming device to provide entry into the bonus

6 game at the specified time.

1   21. A method comprising:

2   determining a bonus game for a first gaming device;

3   determining, independently of determining the first bonus game, a

4   second bonus game for a second gaming device;

5   directing the first gaming device to provide entry into the first bonus

6   game at a specified time; and

7   directing the second gaming device to provide entry into the second

8   bonus game at the specified time.

1   22. A method comprising:

2   generating an outcome;

3   determining a payout associated with the outcome;

4   apportioning the payout into a first payment and a second payment;

5   providing, at a first time, the first payment; and

6   applying, at a second time, the second payment toward a cost to

7   play a bonus game. 23. The method of claim 22,

8   wherein providing, at a first time, includes providing, at a first time

9   that has been determined randomly, the first payment; and

10   wherein applying, at a second time, includes applying, at a second

11   time that has been determined deterministically, the second payment.   24. The

12   method of 22,

13   wherein apportioning includes apportioning, based on a

14   predetermined percentage, the payout amount into a first payment and a second

15   payment.

1   25. A method comprising:

2   determining a first time;

3   determining a second time; and

4   initiating, based on the first time matching the second time, play of a bonus

5   game.

1   26. A system comprising:

2   a processor;

3   a memory coupled to the processor; and

4   a program stored in the memory including instructions operable to:

5   determine a first time;

6   determine a second time; and

7   provide, based on the first time matching the second time, entry into

8   a bonus game of a gaming device.

1   27. The system of claim 26,

2   wherein the program further includes instructions to:

3   determine a reference time;

4   determine a current time; and

5   provide, based on the first time matching the second time, entry into

6   the bonus game.

1   28. The system of claim 26,

2   wherein the program further includes instructions to:

3   determine a beginning of a next hour.

1   29. The system of claim 26,

2   wherein the program further includes instructions to:

3   determine a time that is a predetermined number of minutes before a

4   beginning of a next hour.

1   30. The system of claim 26,

2   wherein the program further includes instructions to:

3   determine a type of the bonus round deterministically.

1   31. A system comprising:

2   a processor;

3   a memory coupled to the processor; and

4   a program stored in the memory including instructions operable to:

5   determine a first time;

6   determine a second time; and

7   initiate, based on the first time matching the second

8   time, play of a bonus game.

1   32. A method comprising:

2   determining a reference time;

3   determining a current time;

4   determining whether a player of a gaming device has satisfied at least one

5   criterion;

6   determining a type of bonus game deterministically and independently of

7   any prior outcomes generated by the gaming device; and

8   providing, based on the first time matching the second time and the

9   determining whether a player of a gaming device has satisfied at least one

10   criterion, entry into the bonus game at the gaming device,

11   wherein determining a reference time includes determining a time that is a

12   predetermined number of minutes before or after a beginning of a next hour,

13   wherein the at least one criterion includes the player has paid, in taxes to

14   the gaming device, an amount of currency whose aggregate value equals or

15   exceeds a specified value, within a time interval beginning a specified period of

16   time prior to the reference time, and ending with the reference time, and

17   wherein the at least one criterion further includes the player is present at the

18   gaming device at the reference time.